

Student: _____ DOB: _____ SAIS Number: _____ Date: _____
 Month/Year

School: _____ School District: _____

LEVEL I, AIMS-A
 FORM 5 A

SCHOOL/VOCATIONAL ACTIVITY SCORE SHEET

Identify environment for assessment: _____
 School or Work

Directions: Refer to the data sheet and convert the selected items to numeric scores using the Analytic Scoring Tool (AST). Record the score obtained under the appropriate heading (Emergent, Supported, Functional, or Independent). Use this form as a guide to enter the data in the web-based alternate assessment data entry system.

CONTENT AREA KEY: R = Reading Score L/S = Listening and Speaking Score M = Mathematics Score

School/Vocational Activity	Comments	Emergent	Supported	Functional	Independent	R	L/S	M
Daily Schedule (includes at least two activities in sequence)		See AST Score 1-3	See AST Score 4-6	See AST Score 7-10	See AST Score 11			
11. Maintains ongoing record of appointments or assignments on calendar. 2M-FS2 PO2								
10. Answers questions related to sequence of events. R-FS4 PO3								
9. Completes a daily schedule that incorporates more than one activity. 2M-FS2 PO1								
8. Initiates transition to next activity.								
7. Completes activity within time frame.								
6. Initiates activity within allocated time.								
5. Goes to assigned activity.								
4. Gathers materials, if applicable.								
3. Goes to activity or points to next activity. LS-FS1 PO3								
2. Identifies first/next activity by matching. R-FS2 PO1 or PO3 or PO4								
1. Locates schedule.								

Student: _____ DOB: _____ SAIS Number: _____ Date: _____

Month/Year

School: _____ School District: _____

LEVEL I, AIMS-A
FORM 5 B

RECREATION/LEISURE ACTIVITY SCORE SHEET

Identify age of student: _____ Identify game for assessment: _____

Directions: Refer to the data sheet and convert selected items to numeric scores using the Analytic Scoring Tool (AST). Record the score obtained under the appropriate heading (Emergent, Supported, Functional, or Independent). Use this form as a guide to enter the data in the web-based alternate assessment data entry system.

CONTENT AREA KEY: R = Reading Score

L/S = Listening and Speaking Score

M = Mathematics Score

Recreation/Leisure Activity	Comments	Emergent	Supported	Functional	Independent	R	L/S	M
Interactive Games		See AST Score 1-3	See AST Score 4-6	See AST Score 7-10	See AST Score 11			
9. Returns equipment to designated area.								
8. a) Keeps score until game is finished. or b) Keeps score of the winner of 2 or more rounds. (Circle type of score keeping assessed, a or b.) 1M-FS1 PO 2; 2M-FS2 PO4								
7. Engages in ongoing social interaction. LS-FS7 PO1								
6. Follows rules of game. LS-FS2 PO1								
5. Takes turns.								
4. Hands out game equipment to other participants. 1M-FS2 PO3								
3. Obtains necessary equipment and location to play game.								
2. Chooses game to be played. R-FS1 PO1								
1. Chooses game partner(s).								

Student: _____ DOB: _____ SAIS Number: _____ Date: _____

Month/Year

School: _____ School District: _____

LEVEL I, AIMS-A FORM 5 C

COMMUNITY ACTIVITY SCORE SHEET

Identify environment for assessment by choosing one:

- ☐ K-8 School Snack Bar
☐ Grades 7-12 Fast Food Restaurant /Specify restaurant: _____

Directions: Refer to the data sheet and convert selected items to numeric scores using the Analytic Scoring Tool (AST). Record the score obtained under the appropriate heading (Emergent, Supported, Functional, or Independent). Use this form as a guide to enter the data in the web-based alternate assessment data entry system.

Content area Key: R = Reading Score

W = Writing Score

M = Mathematics Score

Community Activity Level 2	Comments	Emergent	Supported	Functional	Independent	R	W	M	
Making a Purchase: Fast Food Restaurant or School Snack Bar <i>(If no restaurant/school snack bar, adapt activity for classroom.)</i>		See AST Score 1-3	See AST Score 4-6	See AST Score 7-10	See AST Score 11				
17. Returns tray/utensils.									
16. Disposes of waste.									
15. Leaves table with all belongings.									
14. Completes eating in allotted time.									
13. Carries food/beverage to table.									
12. Puts change in pocket, wallet, or purse.									
11. Waits for and receives change, if necessary.									
10. Pays cashier with money/vending machine. 1M-FS4 PO1									
9. Decides if item(s) is/are within budget. 1M-FS4 PO4; 2M-FS3 PO4									
8. Asks for price of items, if not posted.									
7. Identifies price of item(s). 1M-FS4 PO3									
6. Selects or requests desired items (e.g., selects beverage, food items, condiments) through use of words, picture cards, or pointing. W-FS1 PO3									
5. Collects utensils and puts on tray, if needed. W-FS1 PO4									
4. Picks up tray, if needed.									
3. Behaves appropriately in line.									
2. Goes to end of line.									
1. Locates snack area.									

Student: _____ DOB: _____ SAIS Number: _____ Date: _____

Month/Year

School: _____ School District: _____

**LEVEL I, AIMS-A
FORM 5 D**

**DOMESTIC LIVING ACTIVITY
SCORE SHEET**

Identify snack for assessment: _____ Identify environment for assessment: _____

Directions: Refer to the data sheet and convert selected items to numeric scores using the Analytic Scoring Tool (AST). Record the score obtained under the appropriate heading (Emergent, Supported, Functional, or Independent). Use this form as a guide to enter the data in the web-based alternate assessment data entry system.

CONTENT AREA KEY: **R** = Reading Score

L/S = Listening and Speaking Score

M = Mathematics Score

Domestic Living Activity	Comments	Emergent	Supported	Functional	Independent	R	L/S	M
Following a Recipe: Making a Snack		See AST Score 1-3	See AST Score 4-6	See AST Score 7-10	See AST Score 11			
12. Initiates transition to next activity-serve/eat/store leftovers, if needed.								
11. Recognizes completion of cooking time.								
10. Notes time cooking begins and sets time, if needed.								
9. Follows cooking directions, if needed.								
8. Operates kitchen appliances, if needed. LS-FS1 PO6								
7. Measures ingredients. 5M-FS1 PO3								
6. Follows steps in the directions. R-FS3 PO5								
5. Gathers needed cooking materials. LS-FS1 PO2								
4. Reads recipe for needed cooking materials.								
3. Gathers needed food items. R-FS2 PO1 or PO2 or PO6								
2. Reads recipe for needed food items. R-FS1 PO1								
1. Chooses recipe.								